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Fall 2005

ULTIMATE SPIDER-MAN™

X-MEN™ LEGENDS II RISE OF APOCALYPSE

UltimateSpiderManGame.com

X-Men-Legends2.com

ACTIVISION

activision.com



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FANTASTIC



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Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizure or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

About Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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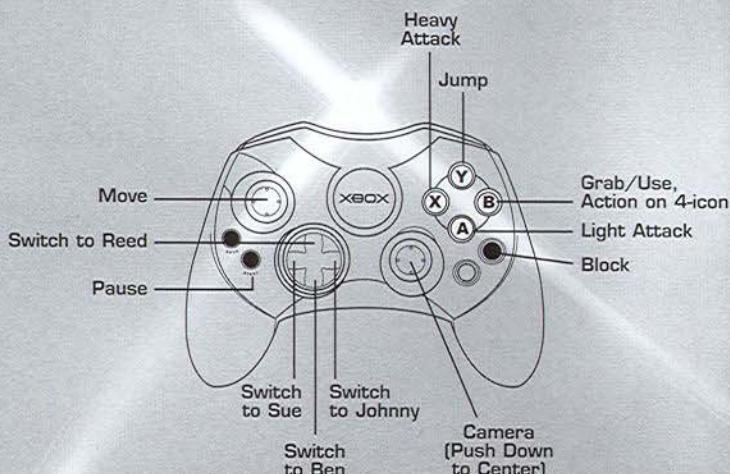
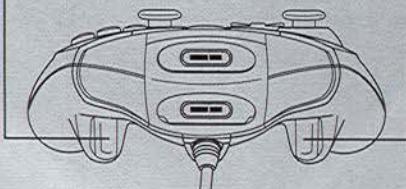
DEFAULT GAME CONTROLS

Pull and hold + (X, A or B button) = Cosmic Power Attack

Hold + directional pad = Buddy Buff

Hold + Y button = Super Mode (when available)

Pull and hold = Target/Lock on
Right Thumbstick = Switch Targets
Left Thumbstick + the Y button = Dodge



Control Configuration

You can choose from three different controller configurations. First, select the **Options** button in the Main Menu, then highlight **Control**. Scroll left or right with the directional pad to view controller configurations. To invert the camera in-game, select either **Invert X** or **Invert Y**.

MAIN MENU

New

To start a new game, click on **New**. Select your difficulty level: Easy, Medium or Hard. Then select Single or Coop play.



Load

Click on **Load** to load a previously saved game.

Arena Fight

Select **Arena Fight** in the Main Menu to access arena fights. Choose between two modes to start:

Practice Room: Play up to all four heroes and switch between them at any time. Practice your combos and cosmic attacks.

Survival Mode: Battle waves of enemies and maximize your score. In Coop, out-battle the other player for bonus points.

Additional arena environments, enemy sets and game modes are unlocked as you progress through the game and discover "F4 secrets."

Bonus

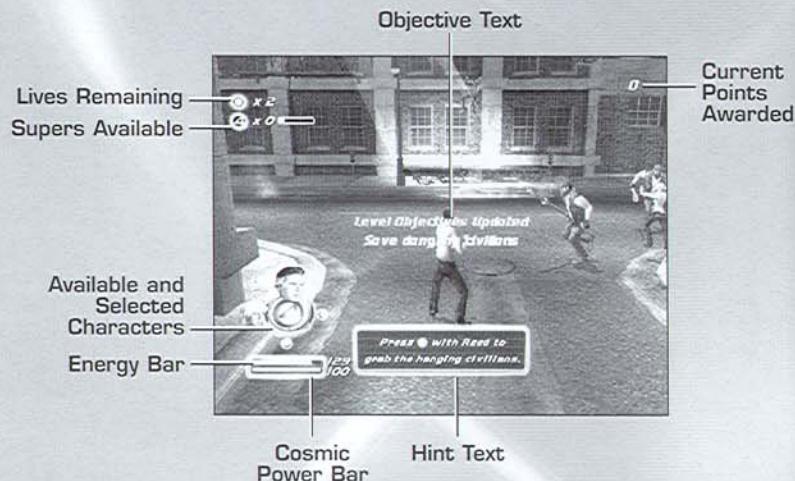
Select the **Bonus** button in the Main Menu to access bonus content (such as unlockable levels, movies and production art). Bonus items are purchased using points in the Upgrades screen.

Options

Select the **Options** button in the Main Menu to change controller configuration, adjust music and sound effects and enable or disable controller vibration.

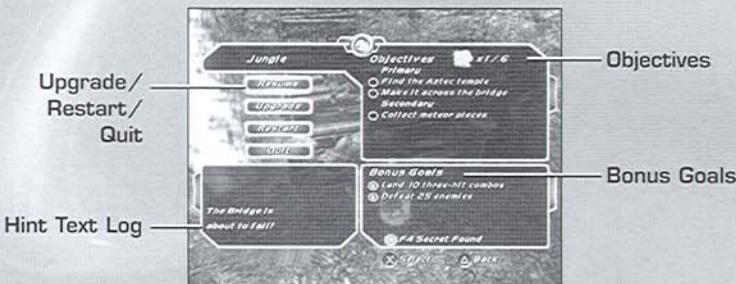
HUD

The Heads-Up-Display shows mission hints, lives remaining, supers available, the energy bar, the cosmic power bar and a display of currently available and selected characters.



PAUSE MENU

Access the Pause Menu by pushing the **START** button while playing. You can upgrade your characters, restart the mission or quit to the Main Menu. You can also review mission objective status, bonus goals and recent in-game hint text.



HOT SPOTS

Hot spots perform context-sensitive animations for special hero maneuvers. Look for the glowing "4" icon on the ground. Some hot spots are only accessible to certain characters and are indicated by color: blue for Reed, white for Sue, red for Johnny and yellow for Ben. To activate a hot spot, position yourself over the glowing "4" icon and press the **Action** button.



COMBAT

Fantastic 4 is an action brawling game, so you need to master all aspects of combat to succeed. Try using different combinations of moves to finish enemies with special maneuvers.

Character Switching—You can switch to other hero characters any time they're available. If a hero character is available, his or her face appears on-screen in the HUD (Heads-Up-Display). Switch to a different hero by pressing the correct direction on the directional buttons.

Combos—Perform combos using sequential presses of the attack buttons. You'll unlock additional extended combos as you progress through the game. Specific combos are necessary to defeat the most challenging enemies.

Grappling and Throwing—Each character has different grappling abilities. Heroes can pick up enemies and objects (the **Action** button) as they fight their way through the levels, and then throw them for maximum damage! Explore the limits of each hero to find the enemies and objects that can be picked up. Grappling also initiates **Team Combos**.

Cosmic Power—Each character has different cosmic powers accessed by pulling and holding the **Cosmic trigger** plus another button. Pulling and holding down the **Cosmic trigger** also gives you a speed and defense boost, but drains your cosmic power bar.

Supers—Each character has a super move accessed by pulling the **Cosmic trigger** + pressing the **Jump** button. These super moves do major damage and become available as you successfully complete three and four-hit combos. The gold “4” icon in the upper left corner of the screen shows when you have supers available.

Targeting—Targeting is initiated by pulling and holding the **Target trigger**. A targeting reticule appears on the nearest enemy. Switch targets by pressing directions on the **right thumbstick**. You can also strafe with the **left thumbstick** and dodge with the **left thumbstick** plus the **Jump** button. Targeting mode is especially good for throwing objects and enemies into other foes, using a hero’s long-range attack or homing in on a boss.

Team Combos—Characters can perform special maneuvers with each other for the ultimate finisher on an enemy. To perform a team combo, walk up to a hero that has grappled an enemy. (You can grapple an enemy with one hero, then switch to a second hero.) Face the grappling hero and press the **Grab** button to perform a team combo.

Buddy Buffs—Heroes can use their powers on each other to help in certain combat situations. Pull and hold the **Cosmic trigger** plus a direction on the directional pad. The character corresponding to the direction pressed receives the buddy buff. You can also call for a buff from your nearest teammate by pressing the direction corresponding to the current hero. Each hero has a different power (either offensive or defensive) they can help with. Practice to find out which ones work better in certain situations.

Lives—Each hero starts with three lives. The green dot in the upper left-hand corner of the screen shows the number of available lives you have. Earn extra lives by completing bonus tasks and/or collecting special power-ups.

UPGRADES

You can upgrade hero moves whenever you have enough points available. Push the **START** button to access the Pause Menu, then scroll to the **Upgrade** button and hit the **A** button. The upgrade screen corresponding to the current character will be displayed. Use the points you’ve earned to upgrade to get new combat moves that inflict more damage with cool animations. Points collected in the game are pooled for the entire team. Certain upgrades are not available until enough points have been earned. You can also use the points you’ve earned to purchase bonus materials such as concept art, special interviews and other fun surprises.

POWER-UPS AND OBJECTS

Various objects found throughout the game can be collected and used for different purposes.



Health Power-Ups—Green glowing orbs restore a portion of hero health.



Cosmic Power-Ups—Blue glowing orbs restore a portion of hero cosmic power.



Super Power-Ups—Gold glowing orbs restore a portion of hero super bar.



Breakable Objects—Almost every stationary object in the game can be picked up and thrown. Grab hold of lots of objects. You might be surprised by what you can use as a weapon!



F4 Secret [Spinning “4” Icon]—Grab this special collectable to unlock new arenas and other special bonus content.



Super—Spinning gold "4" icons give you a full Super in your Super Attack pool.



Extra Life—Spinning green "4" icons give you an extra life.

CHARACTER INFO

Fantastic 4



Reed Richards™

Infused with cosmic energy during an ill-fated space expedition, Reed Richards gained the power of extreme malleability, taking the title Mr. Fantastic™. His natural leadership instincts and brilliant mind (arguably one of the planet's greatest) have helped the Fantastic 4 almost more than his superpowers. When necessary, Reed's abilities allow him to reshape his body's mass to an astonishing degree, and radically stretch his limbs.



Sue Storm™

The Invisible Woman™ is the emotional backbone of the team. Although she often takes a defensive role in combat, protecting teammates with her force shields, she's also a proven fighter. Affected by the same cosmic rays that changed her brother and friends, Sue gained the power to become invisible and create translucent, nearly impregnable force shields. With these shields, she can not only create tiny projectiles for long-range strikes, but also use them to levitate and propel objects around her.



Johnny Storm™

With the cosmic ray-induced ability to generate and control flame, Johnny Storm—the Human Torch™—is fiery in both appearance and persona. When "flamed on," he can fly at high speeds and launch fireballs from his hands. The youngest member of the team, Johnny is quick to use brawn over brain, and often charges into situations without considering the consequences. Luckily, the Human Torch is a powerhouse and is devastating in long-range combat.



Ben Grimm™

With superhuman strength and a tough hide of rock, the Thing™ is the Fantastic 4's human tank. A talented pilot and astronaut, Ben Grimm was exposed to the same body-altering cosmic rays that changed his friends. As the Thing, Ben can lift extraordinary weights and withstand nearly any attack. This power comes at a price, however, because the

Thing is easily the slowest-moving member of the team. Even more difficult to surmount is the permanent and visible nature of his transformation. Still, Ben remains the kidder and can usually be found cracking jokes, even in the heat of battle—most often at the Human Torch's expense.

Super Villains



Victor Von Doom™ aka Dr. Doom™

The fifth member of the team that went into space, Victor Von Doom's transformation came in the form of metal alloy skin and the ability to create and control electricity. Jealous of Reed's intellect and emotional connection with Sue, Victor Von Doom will stop at nothing to put an end to the Fantastic 4.



Mole Man™

At first glance, Mole Man doesn't look like much of a threat. His legions of underworld creatures, however, are prepared to do his bidding and constantly threaten the surface world.



Diablo™

Diablo—master of the alchemic arts—uses his potions to challenge nature and secure his domain in Tikal. He's able to create golems out of basic elements to do his bidding until they're destroyed or outlive their purpose. Powerful though they are, Diablo's potions are often flawed because of limited duration.



Dragon Man™

Currently imprisoned in the Vault, Dragon Man is a flying, fire-breathing menace. What he lacks in intelligence, he makes up for in raw power.



Blastaar™

Blastaar is originally from the anti-matter universe known as the Negative Zone. He came to Earth in hopes of conquering it, but ended up imprisoned in the Vault with other super villains. Both cunning and cruel, he's a formidable foe.



Annihilus™

Cosmic power harnessed by a control rod grants Annihilus super-human strength and extends his lifespan to near-immortality. With superior intelligence and a mastery of the alien technology that spawned him, Annihilus has dedicated his existence to conquering any being who threatens his insane quest for power.



Puppetmaster™

The Puppetmaster (aka Phillip Masters™) is a sculptor who years earlier discovered he could control others using objects sculpted from a mystical radioactive clay. He also happens to be the stepfather of Alicia Masters™ and has vowed to protect her from anyone or any *thing* that may pose a danger to her.

CREDITS

Starring

Reed Richards/
Mr. Fantastic
Ioan Gruffudd

Ben Grimm/
The Thing
Michael Chiklis

Sue Storm/
The Invisible Woman
Jessica Alba

Johnny Storm/
The Human Torch
Chris Evans

Victor Von Doom/
Dr. Doom
Julian McMahon

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Taking Back Sunday
Published by
i feel like i'm taking crazy pills, inc.
Produced by Ariel Rechtshaid
Engineered by Rob Brill
Mixed by Rob Brill
and Ariel Rechtshaid
Recorded at NRG,
North Hollywood CA
Mixed at Henson Recording
Studio, Hollywood CA
Mastered by Brian Gardner
at Bernie Grundman
Mastering Lab
Taking Back Sunday
appears courtesy of
Warner Bros Records Inc.

Everywhere

Performed by Go Betty Go
Courtesy of SideOneDummy
Written by Aixa Vilar,
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Produced by Joe Sib,
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Engineered by Ted Hutt
Mixed by Robert Carranza
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I'm On Fire

Performed by the Explosion
Courtesy of Tarantulas
and Virgin Records
Written by Matt Hock,
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Published by EMI Music Publishing
o/b/o BostonDaz Music,
Contra Contra, Born In May,
Party Animal Music
Produced by Dave Prentice-Walsh
Mixed & Engineered by
Paul Q. Kolderie

Clobberin' Time

Performed by Jurassic 5
Courtesy of Interscope Records
Produced by DJ-NuMark
Recorded at Log Cabin Studios
Mixed by Kent Hitchcock
and DJ-NuMark at
Log Cabin Studios
Lyrics written and performed by Akil,
Chali 2na, Marc 7, Zaakir (Soup)
Published by Inshallah Music
(ASCAP), DJ Nu-Mark Music (BMI),
Manphibian Music (ASCAP),
Najla Music (ASCAP),
Macari & Me Music (ASCAP)

Theme From "Fantastic Four"

Written by John Ottman
Published by
Fox Film Music Corp. (BMI)
Courtesy of Twentieth Century Fox
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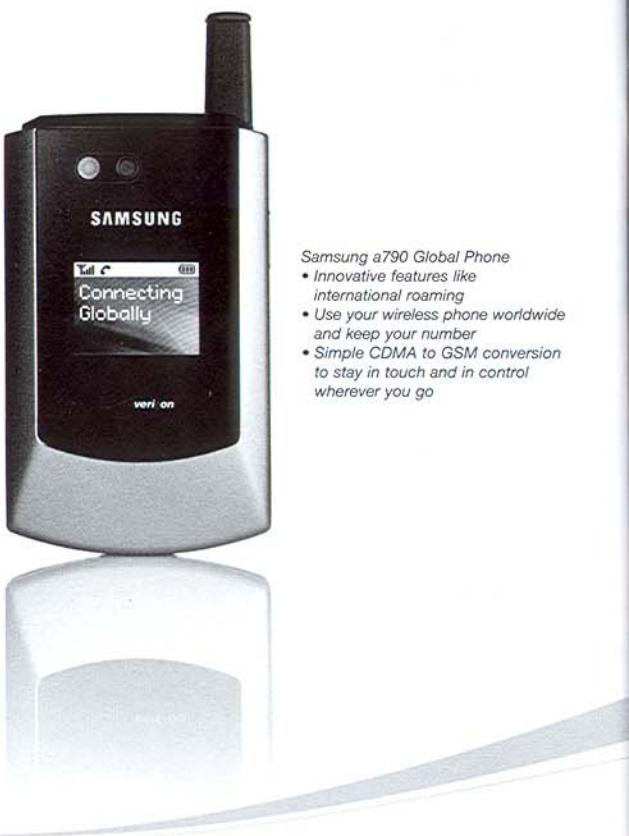
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